DAVID MUYOMBO

SENIOR UI TECHNICAL ARTIST / DESIGNER

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DAVIDMUYOMBO.COM
MONTRÉAL, QC · FRENCH / ENGLISH

PROFILE

- Designing motion with code: real-time interactive systems where UX, animation and engineering meet
- Senior Experience Technical Designer on *skate.* (Full Circle / EA): UI foundations, motion systems, tooling
- 15+ years from broadcast motion design to museum interactives, AR and AAA games
- Shipped in Frostbite, Unreal and Unity; mentor to junior technical designers
- Selected work and in-game examples: davidmuyombo.com

EXPERIENCE

SENIOR EXPERIENCE TECHNICAL DESIGNER II

MAY 2026 – NOW

Full Circle Studio · Electronic Arts · *skate.* · Montréal

- Evolve the UI foundations of *skate.* in Frostbite, shipping new features from Season 4 onward
- Build a tool that streamlines the UI animation workflow: faster to author, iterate on and integrate motion
- Design and build the motion systems behind the game's UI, so animation stays consistent and reusable
- Implement shaders for UI visual effects in Frostbite, bringing motion and polish to the interface
- Mentor junior technical designers in UI animation: motion principles, timing and Frostbite implementation

SENIOR EXPERIENCE TECHNICAL DESIGNER

2023 – 2026

Full Circle Studio · Electronic Arts · *skate.* · Montréal

- Shipped *skate.* into Early Access (September 2025) with the Experience technical design team
- Built the celebration flow (level-up, reward reveal): heavily animated UI, from motion to implementation
- Helped build the UI foundations in Frostbite, including a library of reusable components
- Built a review automation tool: longest review waits cut by ~40%, two-thirds of reviews done within a day
- Mentored junior technical designers on UI implementation, tooling and best practices

TECHNICAL ARTIST / UNREAL DEVELOPER

2021 – 2023

The Wallrus · Creative technology studio · Montréal

- Technical art on *La vie secrète des monstres*, a public Unreal mixed-reality and video-mapping experience
- Prepared Blender assets for motion capture and animation, built the level, optimized for real time
- Designed and built web AR experiences with Three.js, 8th Wall and Zapworks

CREATIVE DEVELOPER / MOTION DESIGNER

2021

Freelance · Montréal

- Motion design for clients including an ad for Unity; web AR with Three.js, including for The Wallrus

ART DIRECTOR / DIGITAL DESIGNER

2020 – 2021

Alice & Smith · Alternate reality games & transmedia · Montréal

- UI/UX for ARG and mixed-media web experiences, including the PUBG universe
- Motion design for Paradox Interactive's PDXCON Remixed announcement trailer
- Promoted from Digital Designer to Art Director, leading visual direction on projects in development

TECHNICAL DESIGNER

2016 – 2020

Thinkwell Studio Montréal (now TAIT) · Experience design & production

- UI and visuals for museum interactives in Unity (C#) and Unreal, from UX workflows to final installations
- Wahat Al Karama Visitor Center (Abu Dhabi) · Wonders of Iceland, Perlan Museum (Reykjavík)
- Worked closely with engineers from prototype to installation

DIRECTOR

2013 – 2016

RTBF · Belgian public broadcaster · Brussels

- On-air graphics and promos for OUFtivi, the kids' channel; art direction of the 2014 and 2015 season launches
- Wrote and edited trailers; directed motion designers from concept to delivery

GUEST ASSISTANT LECTURER

2014 – 2016

IHECS · Brussels

- Three short teaching engagements on directing and post-production

PROJECT MANAGER, DIRECTOR & MOTION DESIGNER

2010 – 2014

Studio MKD · Brussels

- 2D/3D animated ads, educational videos and music videos, from client brief to delivery
- Clients: WWF, Médecins du Monde, France Télévisions, RTBF, BNP Paribas Fortis
- Continued freelance projects alongside RTBF in 2013–2014

TOOLS

REAL-TIME	Frostbite · Unreal (Blueprints, UMG) · Unity
CODE	C# · JavaScript
WEB & AR	Three.js · 8th Wall · Zapworks
MOTION & 3D	After Effects · Premiere Pro · Cinema 4D · Blender

EDUCATION

MASTER'S	Communication and Media Studies, with distinction · IHECS, Brussels · 2010
LANGUAGES	French (native) · English (fluent)
PERSONAL	Unreal VJ visuals (2023) · VR game prototype in Unreal (2022) · The Last Station, 48h game jam: art direction & animation, Unity (2021)

REFERENCES AVAILABLE ON REQUEST